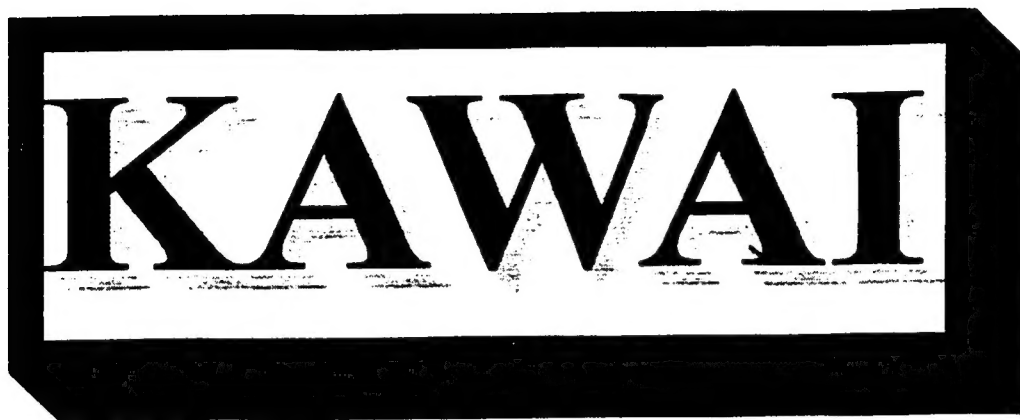


XR9000/7000

SUPPLEMENTAL MANUAL



XR 9000/7000 ORGANS

“EASY TO UNDERSTAND”

**SUPPLEMENTAL
OWNER'S
MANUAL**

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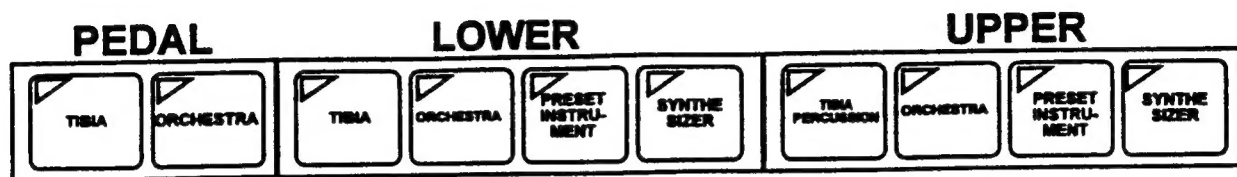
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PART I

KEYBOARD CONDUCTOR

KR 7000

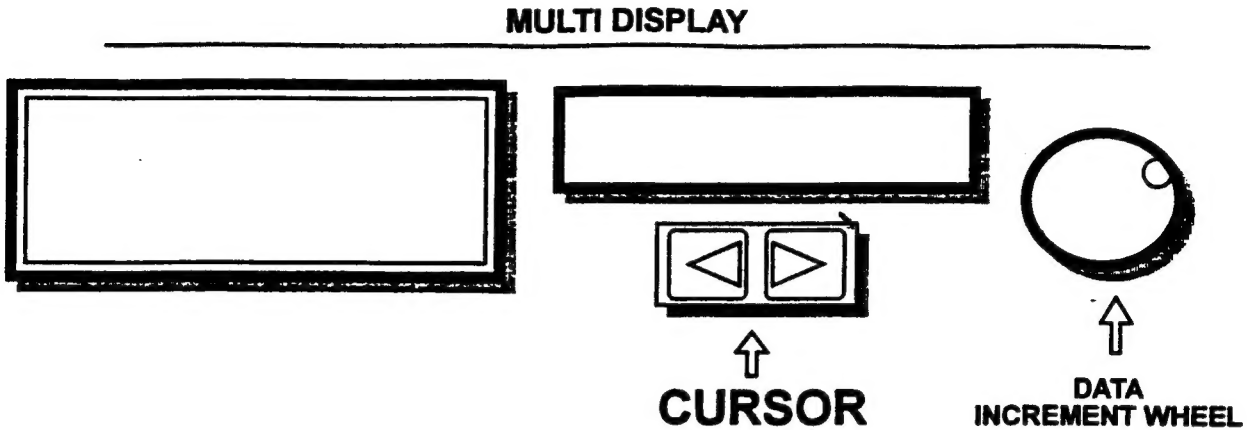


KR 9000



THE KEYBOARD CONDUCTOR PROVIDES AN EASY METHOD OF ASSIGNING VOICES FROM AN ENTIRE SECTION WITH ONLY ONE BUTTON

DISPLAY WINDOWS/CURSOR DATA INCREMENT WHEEL



USE RIGHT CURSOR TAB TO MOVE TO THE NEXT MENU PAGE.


USE LEFT CURSOR TAB TO MOVE TO THE PREVIOUS MENU PAGE.

TURNING THE DATA INCREMENT WHEEL TO THE RIGHT OR LEFT WILL INCREASE OR DECREASE IT'S VALUE.

I.E. TO INCREASE RHYTHM SPEED (TEMPO), TURN THE DIAL RIGHT, OR CLOCKWISE.

TRANSPOSE FUNCTION

(THIS FUNCTION ALLOWS YOU TO CHANGE KEYS,
6 /HALF STEPS UP OR DOWN)

(1) PRESS SYSTEM BUTTON.(SHOULD  INDICATE SYSTEM TRANSPOSE IN THE DISPLAY WINDOW)

(2) TURN THE DIAL TO CHANGE KEY.

(3) PRESS SYSTEM BUTTON TO END.

ORGAN TUNE FUNCTION

(THIS FUNCTION ALLOWS YOU TO ADJUST THE
ORGAN'S PITCH.)

(1) PRESS SYSTEM BUTTON. 

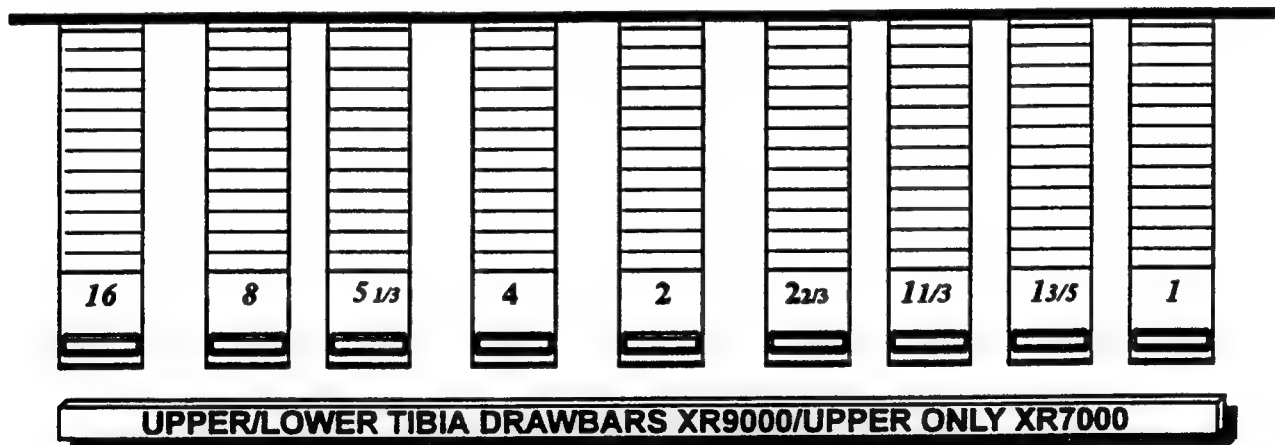
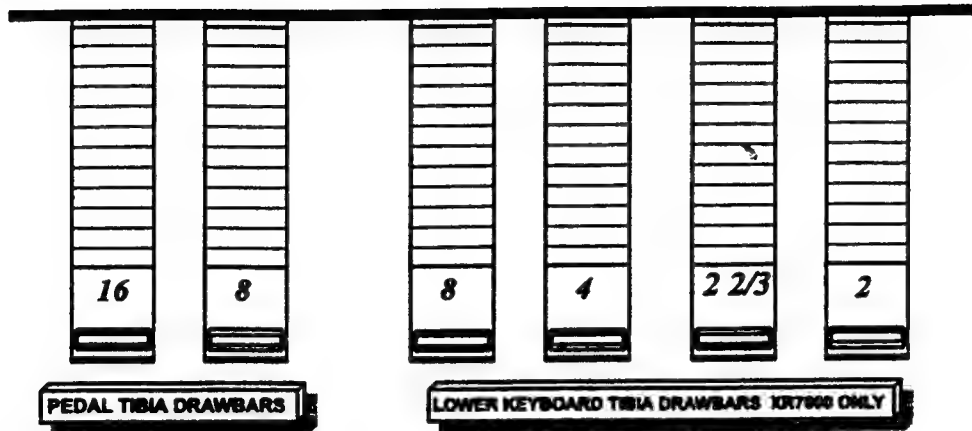
(2) PRESS THE RIGHT CURSOR BUTTON 3 TIMES.(SHOULD INDICATE SYSTEM ORGAN TUNE IN THE DISPLAY WINDOW.)

(3) TURN DIAL TO ADJUST PITCH.

(4) PRESS SYSTEM BUTTON TO END.

TIBIA DRAWBARS

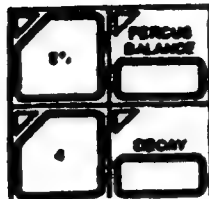
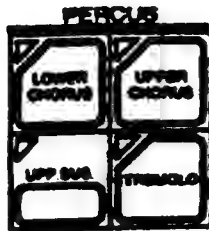
TIBIA DRAWBAR SOUNDS MAY BE SELECTED FOR PEDAL, LOWER, AND UPPER KEYBOARDS



1. PRESS GREY TIBIA TAB IN CONDUCTOR SECTION

2. PULL OR PUSH THE NECESSARY DRAWBAR(S) TO ADJUST VOLUME

PERCUSSION/EFFECT



PERCUSSION AND EFFECTS CAN BE ADDED TO THE UPPER AND LOWER TIBIA SOUND.

EFFECT BUTTONS

LOWER CHORUS- SLOW ROTATING SPEAKER/LOWER TIBIAS.

UPPER CHORUS- SLOW ROTATING SPEAKER/UPPER TIBIAS.

UPPER SUSTIAN- ADDS A LINGERING EFFECT/UPPER TIBIAS.

TREMULO- FAST ROTATING SPEAKER (UPPER/LOWER TIBIAS.)

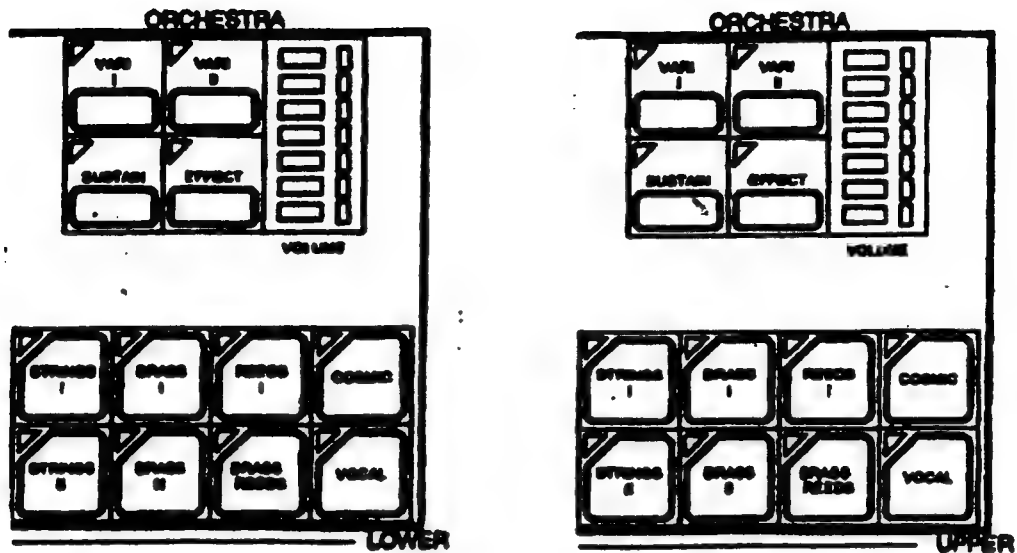
CLICK(XB9000)- ADDED TO DRAWBARS TO CREATE A JAZZ ORGAN SOUND.

PERCUSSION BALANCE- ADJUSTS UPPER KEYBOARD PERCUSSION VOLUME.

SUBTONE (XB9000)- ADDS ORGAN/EXTERNAL SPEAKER EFFECT.

DECAY- ADJUSTS THE TIME IT TAKES THE PERCUSSION TO FADE AWAY.

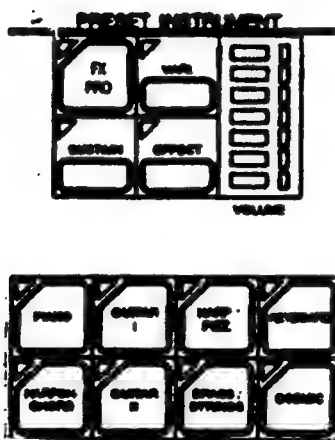
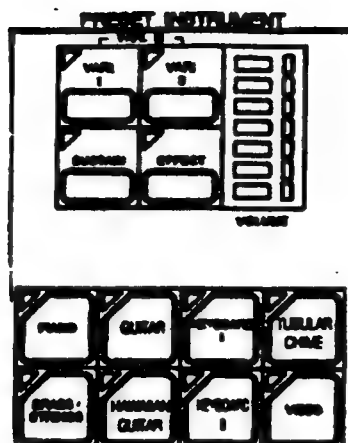
ORCHESTRA SOUNDS



THESE TABS ARE USED TO SELECT ORCHESTRA VOICES FOR UPPER AND LOWER KEYBOARDS.

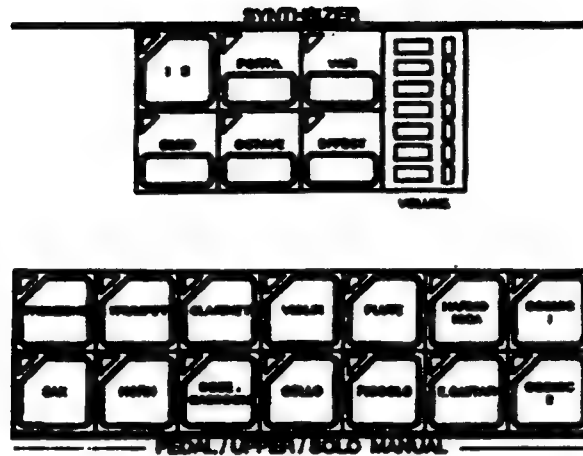
NOTE: THE XR-9000 HAS ORCHESTRA I/II. THIS ALLOWS THE PLAYER TO SELECT TWO VOICES AT THE SAME TIME.

PRESET INSTRUMENT SOUNDS



**THESE TABS ARE USED TO SELECT
PRESET INSTRUMENT VOICES FOR THE
SOLO, UPPER, AND LOWER KEYBOARDS.**

SYNTHESIZER SOUNDS



**THESE TABS ARE USED TO SELECT
SYNTHESIZER SOUNDS FOR SELECTED
KEYBOARDS.**

FX PRO

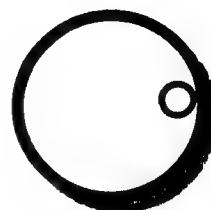


**AVAILABLE ON LOWER AND PEDAL XR 9000
LOWER ON XR 7000**

1. PRESS FX PRO TAB

**2. TURN DATA INCREMENT WHEEL TO SELECT ANY
ONE OF THE 128 SOUNDS/EFFECTS**

***NOTE: AS THE DATA INCREMENT WHEEL IS TUNED, EACH
SOUND/EFFECT IS SHOWN IN THE CHARACTER WINDOW***

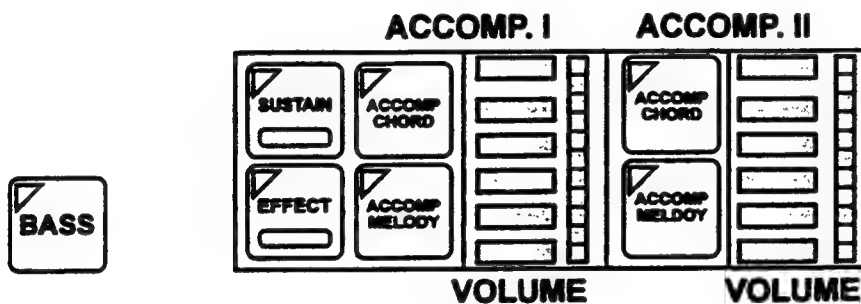
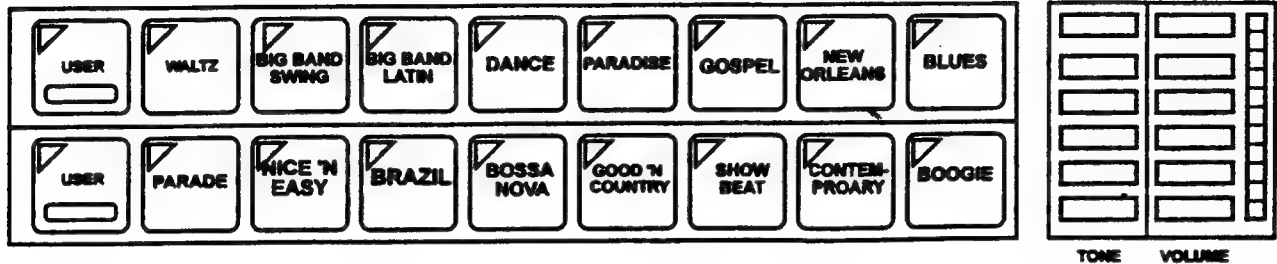


FX PRO SOUNDS

No.	Sound	No.	Sound	No.	Sound
1	GrPiano	44	Contra	87	Fifth Ld
2	BrPiano	45	TremStrg	88	Bass & Ld
3	ElGrand	46	Pizzicto	89	NewAgePd
4	HnkyTonk	47	Harp	90	Warm Pd
5	ElPiano1	48	Timpani	91	PolySyPd
6	ElPiano2	49	StrgEns1	92	Choir Pd
7	Hrpschrd	50	StrgEns2	93	Bowed Pd
8	Clavi	51	SynStrg1	94	Metal Pd
9	Celesta	52	SynStrg2	95	Halo Pd
10	Glocken	53	AshChoir	96	Sweep Pd
11	MusicBox	54	OohChoir	97	Rain
12	Vibes	55	SynChoir	98	SoundTrk
13	Marimba	56	Orch Hit	99	Crystal
14	Xylophon	57	Trumpet	100	Atmosphr
15	TubulBel	58	Trombone	101	Bright
16	Dulcimer	59	Tuba	102	Goblin
17	DrawOrgn	60	Mute Trmp	103	Echoes
18	PercOrgn	61	FrenchHr	104	SciFi
19	RockOrgn	62	BrasSect	105	Sitar
20	ChrcOrgn	63	SynBras1	106	Banjo
21	ReedOrgn	64	SynBras2	107	shamisen
22	Acordion	65	SprmoSax	108	Koto
23	Harmnica	66	Alto Sax	109	Kalimba
24	TangoAcid	67	TenorSax	110	Bagpipe
25	NylonGtr	68	Bari Sax	111	Fiddle
26	SteelGtr	69	Oboe	112	Shanai
27	JazzGtr	70	EnglHorn	113	TnklBell
28	CleanGtr	71	Bassoon	114	Agogo
29	MuteGtr	72	Clarinet	115	Stl Drum
30	Ovrdrive	73	Piccolo	116	WoodBlok
31	Distortd	74	Flute	117	TaikoDrm
32	Harmnics	75	Recorder	118	MelodTom
33	WoodBass	76	PanFlute	119	SynthTom
34	FngrBass	77	Bottle	120	RevCymbi
35	PickBass	78	Shakhach	121	FretNoiz
36	Fretless	79	Whistle	122	BrthNoiz
37	SlapBas1	80	Ocarina	123	Seashore
38	SlapBas2	81	SquareLd	124	BrdTweat
39	SynBass1	82	Saw Ld	125	Telephone
40	SynBass2	83	CaliopLd	126	Helicptr
41	Violin	84	Chiff Ld	127	Applause
42	Viola	85	CharanLd	128	Gunshot
43	Cello	86	Voice Ld		

AUTO PLAY ORCHESTRA

AUTO PLAY ORCHESTRA



THIS SECTION OPERATES AUTOMATIC RHYTHM, BASS, AND ORCHESTRAL ACCOMPANIMENT

ONE, TWO, PLAY



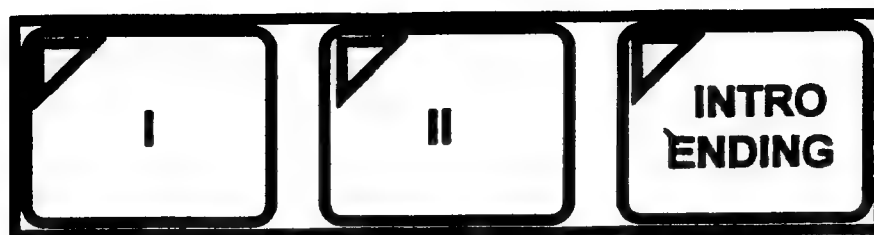
THIS FEATURE WILL AUTOMATICALLY SELECT ALL APPROPRIATE INSTRUMENTS, TEMPOS, AND EFFECTS NECESSARY FOR THE MUSICAL STYLE PATTERN CHOSEN

1. PRESS ONE, TWO, PLAY

2. SELECT THE DESIRED MUSICAL STYLE - (A.P.O.)

***NOTE:* START YOUR PERFORMANCE BY PRESSING THE BLUE INTRO/ENDING BUTTON THEN PRESS A CHORD OR NOTE ON THE LOWER KEYBOARD**

FILL INS, INTROS, AND ENDINGS



FILL IN

FILL INS I AND II CONTAIN TWO INDEPENDENT VARIATIONS OF RHYTHM INTERLUDES (DRUMS AND/OR ORCHESTRA INSTRUMENTS)

INTRO/ENDING PROVIDES A MUSICALLY SCORED INTRODUCTION OR ENDING TO A SELECTED MUSICAL STYLE (A.P.O.)

PLAY ONE FINGER CHORDS USING TOUCH BARS



SELECT THESE TABS TO USE ONE FINGER PLAY

1. PRESS THE ONE FINGER CHORD BUTTON
2. FOR A MAJOR CHORD, PLAY THE ROOT NOTE ON THE LOWER KEYBOARD
{ C NOTE = C CHORD }
3. FOR A MINOR CHORD, PLAY THE ROOT NOTE AND LEFT TOUCH BAR
{ Cm = C NOTE + LEFT TOUCH BAR }
4. FOR A SEVENTH CHORD, PRESS THE ROOT NOTE AND THE RIGHT TOUCH BAR ***{ C7 CHORD = C NOTE + RIGHT TOUCH BAR }***
5. FOR A MINOR SEVENTH CHORD PRESS THE ROOT NOTE AND BOTH TOUCH BARS. ***{ Cm7 = C + BOTH TOUCH BARS }***

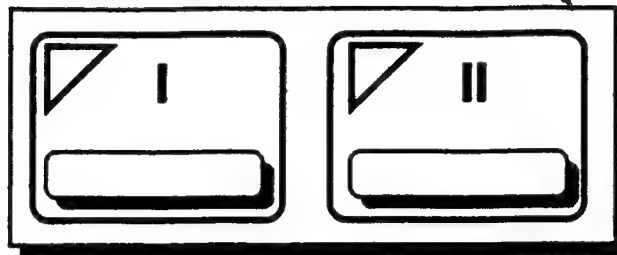
ONE FINGER CONSTANT

1. PRESS ONE FINGER CHORD BUTTON
2. PLAY ONE FINGER CHORDS USING THE ROOT NOTE FOR MAJOR; ROOT AND SECOND CHORD MEMBER FOR MINOR; ROOT AND SEVENTH CHORD MEMBER FOR A SEVENTH CHORD; ROOT, MINOR AND SEVENTH CHORD MEMBERS FOR A MINOR SEVENTH CHORD.
3. APPLY THE ABOVE FOR PLAYING WITHOUT USING RHYTHM OR AUTO PLAY ORCHESTRA.

NOTE: ONE FINGER CONSTANT IS NOT INTENDED TO BE USED WITH INTRODUCTIONS OR ENDINGS

AUTO MELODY CHORD

AUTO MELODY CHORD



THIS FEATURE ADDS TWO TYPES OF AUTOMATIC HARMONY TO THE UPPER KEYBOARD MELODY LINE IN ACCORDANCE WITH THE CHORD BEING PLAYED ON THE LOWER KEYBOARD

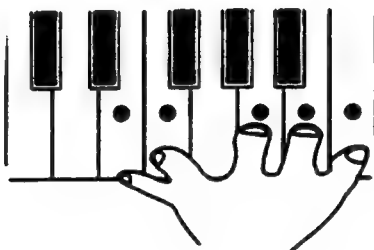
NOTE: TO DERIVE FULL MUSICAL BENEFIT FROM THIS FEATURE PRESS THE ONE FINGER CHORD BUTTON. THIS BUTTON SHOULD NOT BE USED DURING INTROS OR ENDINGS.

HOW TO RESET THE XR9000/7000

TO RESET THE XR9000/7000 TO FACTORY SETTINGS ; (PRESETS, EFFECTS, ECT.),

DO THE FOLLOWING:

(1) HOLD DOWN THE E, F, A, B AND C KEYS WITH-IN THE HIGHEST OCTAVE OF THE UPPER KEYBOARD, USING YOUR LEFT HAND.



(2) TURN ON THE POWER SWITCH.



NOTE: THE RED WRITE BUTTON WILL FLASH AS YOU COMPLETE THIS PROCEDURE.

FACTORY PRESETS



1	Full Home Organ
1 + Bank	Full Home Organ with Strings

2	Commercial Jazz Organ I
2 + Bank	Commercial Jazz Organ II

3	Theatre Organ I
3 + Bank	Theatre Organ II

4	Theatre Organ I
4 + Bank	Theatre Organ II

5	Organ and Guitar
5 + Bank	Organ and Vibes

6	Organ and 8' Piano
6 + Bank	Organ and 16' Piano

7	Pipe Organ
7 + Bank	Cathedral Organ

STORING REGISTRATIONS TO PRESETS

**(1) SET UP THE REGISTRATION TO BE
STORED.**

(2) SELECT THE BANK.

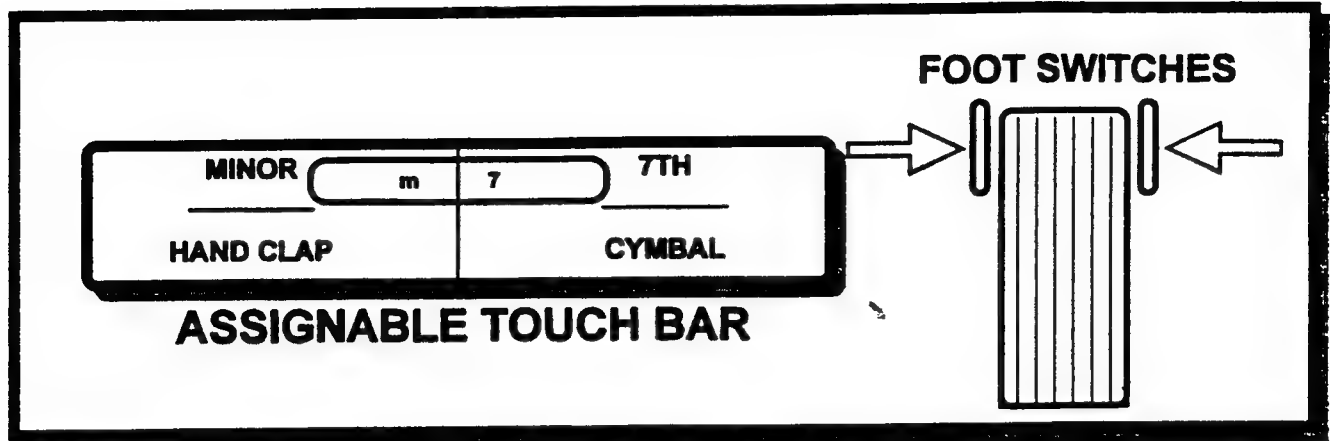
**NOTE: BANK PISTON LIGHT OFF = BANK A
BANK PISTON LIGHT ON = BANK B**

(3) PRESS AND HOLD THE WRITE PISTON.

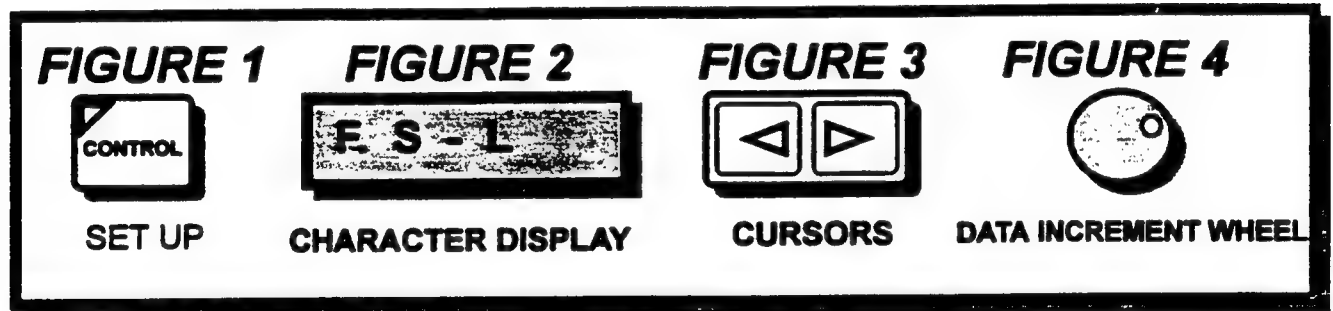
**(4) PRESS THE NUMBERED PISTON TO BE
USED FOR STORAGE.**

NOTES: _____

FOOT SWITCH/TOUCH BAR ASSIGN FUNCTION



**THIS FEATURE ALLOWS SEVEN DIFFERENT FUNCTIONS
TO BE ASSIGNED TO EITHER A FOOT SWITCH OR A TOUCH BAR**



PROCESS

- 1. PRESS CONTROL BUTTON, SET UP SECTION, TO DISPLAY FIG. 2**
- 2. USE RIGHT CURSOR BUTTON {FIG. 3} TO CHOOSE F.S-L, F.S-R, BAR-L, OR BAR-R IN CHARACTER DISPLAY WINDOW {FIG 2}**

**FS-L=FOOTSWITCH LEFT/FS-R=FOOTSWITCH RIGHT/BAR-R =
TOUCH BAR, RIGHT/BAR-L = TOUCH BAR, LEFT**

- 3. TURN DATA INCREMENT WHEEL {FIG. 3}, TO CHOOSE A
FUNCTION**

ASSIGNABLE OPERATIONS LIST

[FOOT SWITCH OR TOUCH BAR]

[1] *STOP*: STOPS THE RHYTHM AND AUTO ACCOMPANIMENT.

[2] *REG. BANK*: CHANGES A-BANK TO B-BANK.

[3] *REG. UP*: MOVES THE NUMBER OF THE PRESET REGISTRATION, UP, TO THE NEXT NUMBERED PRESET. [FOOT SWITCH OR TOUCH BAR]

[4] *PERCUSSION*: PERCUSSION SOUND CAN BE ASSIGNED TO A FOOT SWITCH OR TO A TOUCH BAR. [SEE FOLLOWING PAGE]

[5] *SYNTH. PLUS*: SYNTHESIZER SOUND (UPPER KEYBOARD) WILL PLAY WHILE HOLDING FOOT SWITCH OR TOUCH BAR.

[6] *GLIDE*: UPPER KEYBOARD, PRESET INSTRUMENT PITCH, WILL PLAY A HALF STEP LOWER , WHILE HOLDING DOWN A FOOT SWITCH OR TOUCH BAR. [EX. HAWAIIAN GUITAR]

[7] *FILL & END*: THIS WILL ADD A *MUSICAL FILL-IN*, OR, PLAY A *SCORED ENDING* TO A SELECTED AUTO PLAY ORCHESTRA STYLE. [INTRO/ENDING BUTTON MUST BE ON TO OPERATE FOOT SWITCH OR TOUCH BAR AS ENDING.]

ASSIGNING A PERCUSSION SOUND

YOU CAN ASSIGN A DRUM SOUND OF THE PERCUSSION FUNCTION FOR FOOT SWITCH OR TOUCH BAR OPERATION.

PROCEDURE

[1] **PRESS THE CONTROL BUTTON.**



[2] **PRESS THE RIGHT CURSOR BUTTON SEVERAL TIMES UNTIL THE DISPLAY WINDOW SHOWS UPA (USER PERCUSSION ASSIGNMENT.)**

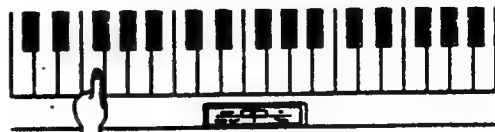
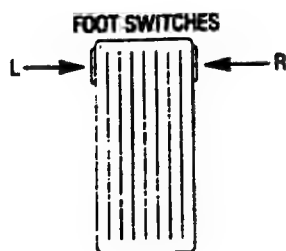


CONTROL
UPA: BOB BD

[3] **TURN THE DIAL TO SELECT ANY OF THE 128 DRUM SOUNDS. (YOU WILL HEAR THE DRUM SOUND EACH TIME YOU TURN THE DIAL.)**



[4] **WHILE HOLDING DOWN THE WRITE PISTON, PRESS A FOOT SWITCH, TOUCH BAR, OR LOWER KEYBOARD KEY.**



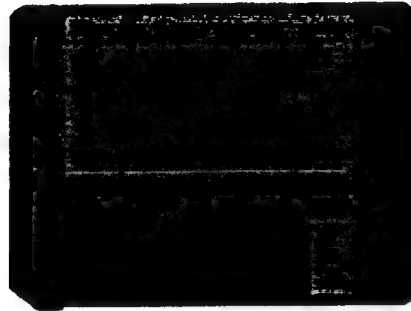
[5] **PRESS THE CONTROL BUTTON.**

UPA PERCUSSION LIST

BOB BD	Square Click	Lo Conga	ReverseCym.
BOB Rim	Metronome Click	Hi Timbale	Brush Tap
BOB SD	Metronome Bell	Lo Timbale	Brush Slap
BOB LoTom2	Ac Bass Drum 2	High Agogo	Brush Swir
BOB CloseHH.	Bass Drum 1	Lo Agogo	Jazz BD
BOB LoTom1	Side Stick	Cabasa	Concert BD2
BOB MidTom2	Ac Snare 1	Maracas	Concert BD1
BOB OpenHH	HandClap	Short Whistle	Concert SD
BOB MidTom1	Ac Snare2	Long Whistle	Timpani F
BOB HiTom2	Low F Tom	Short Guiro	Timpani F#
BOB Cym.	CloseHH	Long Guiro	Timpani G
BOB HiTom1	Hi F Tom	Claves	Timpani G#
BOB Cowbell	Pedal HH	Hi Wood Block	Timpani A
BOB HiConga	Low Tom	Lo Wood Block	Timpani A#
BOB MidConga	Open HH	Mute Cuica	Timpani B
BOB LowConga	Low-Mid-Tom	Open Cuica	Timpani C
BOB Maracas	Hi-Mid-Tom	Mute Triangle	Timpani C#
BOB Claves	TopCym1	Open Triangle	Timpani D
MONDO Kick	High Tom	Shaker	Timpani D#
Gated SD	SidCym1	Jingle bell	Timpani E
PowerTomLow2	ChinaCym.	Belltree	Timpani F
PowerTomLow1	RideBell	Castanets	Concert Cym2
PowerTomMid2	Tambourine	MuteSurdo	Concert Cym1
PowerTomMid1	SplashCym.	OpenSurdo	Applause
PowerTomHi2	Cowbell	Elec.BD	Room Tom Low2
PowerTomHi1	TopCym2	Elec.SD	Room Tom Low1
MUTE	Vibraslap	Elec.Lo Tom2	Room Tom Mid2
HighQ	SidCym2	Elec.Lo Tom1	Room Tom Mid1
Slap	Hi Bongo	Elec.Mid Tom2	Room Tom Hi2
Scratch Push	Lo Bongo	Elec.Mid Tom1	Room Tom Hi1
Scratch Pull	Mute Hi conga	Elec.Hi Tom2	EFF Clap
Sticks	Open Hi conga	Elec.Hi Tom1	Echo Gras

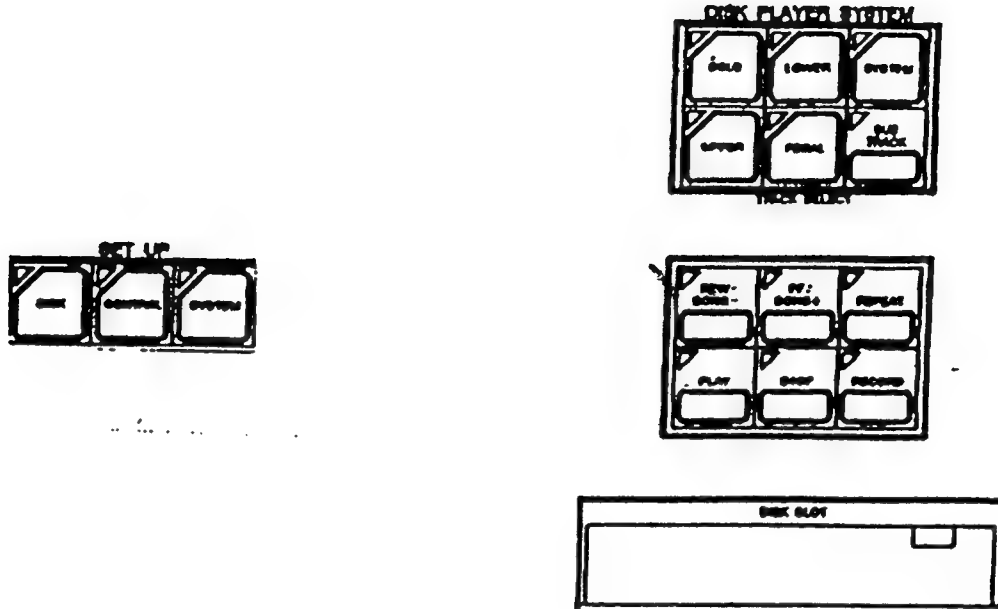
XR-9000/7000

**FLOPPY DISK
OPERATION**



PART II.

DISK PLAYER SYSTEM



**THE ABOVE, REPRESENTS THE BUTTONS
REQUIRED TO OPERATE THE VARIOUS DISK
OPERATIONS EXPLAINED IN THE PROCEEDING
PAGES.**

**REFER TO THIS PAGE AS YOU PERFORM EACH
OPERATION.**

FORMATTING A FLOPPY DISK

- (1) INSERT DISK.**
 - (2) PRESS THE DISK BUTTON.**
 - (3) PRESS THE PLAY BUTTON. **
 - (4) TURN THE DIAL TO CHANGE "N " (NO) TO "Y" (YES).**
 - (5) PRESS THE PLAY BUTTON TO EXECUTE FORMAT.**
- NOTE: NUMBERS COUNT DOWN FROM 80 IN THE DISPLAY WINDOW.**
- WHEN NUMBERS REACH "0",
FORMATTING HAS BEEN COMPLETED.**

NOTES: _____

STORING REGISTRATIONS TO A DISK

(1) INSERT DISK

(2) PRESS THE DISK BUTTON

**(3) PRESS THE RIGHT CURSOR BUTTON 6
TIMES (SHOULD INDICATE REG. DATA IN
THE DISPLAY WINDOW)**

(4) PRESS THE RECORD BUTTON

**(5) SELECT THE TRACK BY PRESSING
PLUS(+) OR MINUS(-) BUTTONS.**

(6) PRESS THE PLAY BUTTON TO STORE.

**NOTE: (10 TRACKS X 14 PRESETS = 140
PRESETS POSSIBLE ON ONE DISK)**

NOTES: _____

LOADING REGISTRATIONS

- (1) INSERT DISK**
- (2) PRESS THE DISK BUTTON**
- (3) PRESS THE RIGHT CURSOR BUTTON 6 TIMES (SHOULD INDICATE REG. DATA IN THE DISPLAY WINDOW)**
- (4) PRESS THE PLAY BUTTON**
- (5) SELECT THE TRACK BY PRESSING PLUS(+) OR MINUS(-) BUTTONS.**
- (6) PRESS THE PLAY BUTTON TO LOAD.**

NOTES: _____

LOADING A P.O. DATA

- (1) INSERT DISK**
- (2) PRESS THE DISK BUTTON**
- (3) PRESS THE RIGHT CURSOR BUTTON
5 TIMES.
(SHOULD INDICATE A.P.O DATA IN THE
DISPLAY WINDOW)**
- (4) PRESS THE PLAY BUTTON**
- (5) SELECT THE TRACK BY PRESSING
PLUS(+) OR MINUS(-) BUTTONS.
(SELECT THE TRACK WHICH INDICATES
USER STYLES)**
- (6) PRESS THE PLAY BUTTON TO LOAD.**

NOTES: _____

RECORDING A SONG TO FLOPPY DISK

(1) INSERT A FORMATTED DISK.

(2) PRESS THE RECORD BUTTON.

**NOTE: DISK PLAYER SYSTEM LIGHTS WILL BE FLASHING,
INDICATING TRACKS THAT HAVE NOT BEEN RECORDED.**

**(3) SELECT THE TRACKS TO BE
RECORDED.(FLASHING TRACKS WILL BE RECORDED;
NON-FLASHING TRACKS WILL NOT BE RECORDED.)**

(4) PRESS THE PLAY BUTTON

**NOTE: TRACK LAMPS WILL STOP FLASHING AND STAY ON.
THE FIRST TWO MEASURES OF THE INTRODUCTION
ARE COUNTED DOWN.**

(5) BEGIN THE PERFORMANCE.(PLAY)

**(6) PRESS THE STOP BUTTON WHEN
PERFORMANCE IS COMPLETED.**

SUB TRACK



YOU CAN RECORD HAND PERCUSSION OR FX PRO SOUNDS ON THE SUB TRACK.

(1) TURN ON HAND PERCUSSION OR FX PRO.

NOTE: TURNING ON BOTH WILL ALLOW YOU TO ONLY RECORD THE HAND PERCUSSION SOUND.

(2) SELECT THE SONG NUMBER TO BE RECORDED USING THE F.F. AND REW. (+, -) BUTTONS.

(3) PRESS THE RECORD BUTTON.

(4) PRESS THE SUB TRACK BUTTON UNTIL IT FLASHES.

(5) PRESS THE PLAY BUTTON.

(6) PRESS THE STOP BUTTON WHEN THE RECORDING IS COMPLETED.

NAMING A SONG (SEQUENCE)

- (1) INSERT DISK**
- (2) PRESS THE DISK BUTTON.**
- (3) PRESS THE RIGHT CURSOR BUTTON 4 TIMES. (SHOULD INDICATE "SONG RENAME" IN THE DISPLAY WINDOW.**
- (4) PRESS THE PLAY BUTTON.**
- (5) SELECT THE SONG TRACK BY PRESSING PLUS (+) OR MINUS (-) BUTTONS.**
- (6) TURN THE DIAL TO SELECT A CHARACTER.**
- (7) PRESS THE CURSOR BUTTON TO ADVANCE THE CURSOR.**
- (8) REPEAT STEPS 6 AND 7 AS MANY TIMES AS NECESSARY TO COMPLETE THE NAME.(8 CHARACTERS POSSIBLE)**
- (9) PRESS THE PLAY BUTTON TO SAVE.**

LOADING A SEQUENCE

(1) INSERT DISK

(2) SELECT THE TRACK BY PRESSING PLUS(+) OR MINUS(-) BUTTONS.

NOTE: CHOOSE ANY ONE OF THE SELECTIONS.

(3) PRESS THE PLAY BUTTON TWICE. (WAIT FOR DISPLAY WINDOW TO INDICATE LOAD END.)

(4) PRESS THE PLAY BUTTON TO START THE PERFORMANCE.

NOTES: _____

REPEAT PLAY

- (1) INSERT DISK**
- (2) PRESS THE DISK BUTTON**
- (3) PRESS THE RIGHT CURSOR BUTTON 7 TIMES (SHOULD INDICATE "REPEAT" IN THE DISPLAY WINDOW)**
- (4) TURN THE DIAL TO SELECT "ALL"(REPEAT ALL SONGS), OR "1" (REPEAT ONE SONG).**
- (5) PRESS THE PLAY BUTTON. (SHOULD INDICATE "REPEAT END" IN THE DISPLAY WINDOW)**
- (6) PRESS THE REPEAT BUTTON. (LAMP WILL FLASH)**
- (7) PRESS THE PLAY BUTTON TO COMPLETE.**

EXPRESSION MODE

**(THIS FUNCTION LOCKS OR UNLOCKS THE VOLUME OF
THE DISK SEQUENCER IN THE ORGAN.)**

(1) INSERT DISK

(2) PRESS THE DISK BUTTON

**(3) PRESS THE RIGHT CURSOR BUTTON
10 TIMES (SHOULD INDICATE EXP. MODE IN
THE DISPLAY WINDOW)**

**(4) TURN THE DIAL TO SELECT "REAL
TIME" OR "SEQ. PLAY".**

(5) PRESS THE PLAY BUTTON.

NOTES: _____

XR9000/XR7000 SPECIFICATIONS

		XR9000	XR7000
Keyboard (Solo/Upper/Lower/Pedal)		44/61/61/25	-/49/49/20
Keyboard Conductor	Solo	Synth I, Synth II, Preset Instrument	
	Upper	Tiba/Percu., Orchestra I, Orchestra II, Preset Instrument, Synth I	Tibia/Percus., Orchestra, Preset Instrument, Synthesizer
	Lower	Tibia, Orchestra I, Orchestra II, Preset Instrument	Tibia, Orchestra, Preset Instrument, Synthesizer
	Pedal	Tibia, Orchestra, Synth I, Synth II	Tibia, Orchestra
Tibia/Percus.	Upper	16', 8', 5-1/3', 4', 2-2/3', 2', 1-3/5', 1-1/3', 1'	
		Percus. 5-1/3', 4', 2-2/3', 2', Click	Percus. 4', 2-2/3'
	Lower	16', 8', 5-1/3', 4', 2-2/3', 2', 1-3/5', 1-1/3', 1'	8', 4', 2-2/3', 2'
	Pedal	16', 8'	
Orchestra	Upper	8 tone colors x 4	8 tone colors x2
	Lower	8 tone colors x 4	8 tone colors x2
	Pedal	8 tone colors x 2 (FX PRO 128 voices)	6 tone colors
Preset Instruments	Upper	8 tone color x 4	
	Lower	8 tone color x 2 (FX PRO 128 voices)	
Synthesizer		14 tone colors x 4	12 tone colors x2
Effect		13 effects + Digital Reverb, Effect Edit	
Hand Percussion		128 Percussions	
A.P.O. (Auto Play Orchestra)		16 Preset x 2, 16 User Styles	
A.P.O. (Auto Play Orchestra) System		Rhythm, Bass, Accompaniment I (Chord, Melody, Effect) Accompaniment I (Chord, Melody, Effect) Rhythm Volume, Rhythm Tone, Accompaniment I Volume, Accompaniment II Volume	
Registration Memory		7 buttons x 2, Drawbar, Rhythm Fix	
Disk Sequencer		Maximum 10 songs, 7 tracks (6 tracks = XR7000), Real-Time Recording Punch-In/Out, Resolution 48 General MIDI (SMF)	
Multi Function Display		Color Display, Letter Character Display	
Other Functions		Up-Down Button, Increment Dial, Tap Tempo, One-Two Play, Auto Melody Chord, Tune, Transpose, Multiphonic, Panel Light, Knee Lever, Expression Pedal, Assignable Foot Switch (LR), Assignable Switch (LR)	
External Jacks		Headphone, Input, Line-In (LR), Line-Out (LR), Multiphonic (LR), MIC, Mic Volume, MIDI (In, Out, Thru), AC Outlet, Line In Mode	
Output Power		210 W	150 W
Speaker		25cm x 1, 20cm x 2, 12.8 x 7.8cm x 2, 8cm x 2	25cm x1, 20cm x 2, 12.8 x 7.8cm x 2, 5cm x 2
Current Supply		AC 120 V, 60Hz	
Power Consumption		180 W	155 W
Measurements		1347 x 675 x 1135 (cm)	1216 x 570 x 1043 (cm)
Weight (Bench) (Pedal)		113 (17) (28) kg	95 (6) kg
Finish		Traditional Rosewood, Snow white polish	Traditional Satin Rosewood, Snow white Polish

Addendum
XR 9000/7000 TAB VOICES

UPPER / ORCHESTRA I

TAB INDICATION	VARIATION TAB
1 BRASS I	TRUMPET FF
2 BRASS II	TROMBONE
3 BRASS III	TRUMPET F, TROMBONE F
4 STRINGS I	LUSH ORCHESTRA
5 STRINGS II	MELLOW STRINGS
6 REEDS	TENOR SAX F
7 COSMIC	THEATRE ORGAN I
8 VOCAL	"DOO" VOCAL

UPPER ORCHESTRA II

TAB INDICATION	VARIATION TAB
1 BRASS I	HORN FF
2 BRASS II	TROMBONE FF, HORN F/MIX
3 STRINGS I	SLOW ATTACK STRINGS
4 STRINGS II	MELLOW/SLOW ATTACK STRINGS
5 REEDS I	SOPRANO, ALTO, TENOR, BARITONE SAX/F
6 REEDS II	FLUTE, CLARINET OBOE
7 COSMIC	THEATRE ORGAN II
9 VOCAL	"AAH" VOCAL

LOWER ORCHESTRA I

TAB INDICATION	VARIATION TAB
1 BRASS I	TRUMPET FF
2 BRASS II	TROMBONE

**3 BRASS III
4 STRINGS I
5 STRINGS II
6 REEDS
7 COSMIC
8 VOCAL**

**TRUMPET F, TROMBONE F
LUSH ORCHESTRA
MELLOW STRINGS
TENOR SAX F
THEATRE ORGAN I
"DOO" VOCAL**

LOWER ORCHESTRA II

TAB INDICATION

**1 BRASS I
2 BRASS II
3 STRINGS I
4 STRINGS II**

5 REEDS I

**6 REEDS II
7 COSMIC
9 VOCAL**

VARIATION TAB

**HORN FF
TROMBONE FF, HORN F/MIX
SLOW ATTACK STRINGS
MELLOW/SLOW ATTACK
STRINGS
SOPRANO, ALTO, TENOR,
BARITONE SAX F
FLUTE, CLARINET OBOE
THEATRE ORGAN II
"AAH" VOCAL**

UPPER PRESET

1 PLANOS

**KAWAI EX-1 GRAND PIANO
I BRIGHT VERTICAL PIANO
II MELLOW UPRIGHT PIANO
III HONKY TONK PIANO**

2 VIBES/MARIMBAS

**VIBES
I MELLOW VIBES
II MARIMBA
III SOFT Mallet MARIMBA**

3 GUITAR

GUT GUITAR

- I FOLK GUITAR**
- II JAZZ GUITAR**
- III BRIGHT GUITAR**

**4 HAWAIIAN GUITAR
GUITAR**

HAWAIIAN PEDAL STEEL

- I DISTORTED GUITAR**
- II OVERDIRVE GUITAR**
- III BANJO**

5 CHIMES/BELLS

TUBULER CHIMES

- I GLOCKENSPIEL**
- II COSMIC SCI-FI**
- III COSMIC PAD (BOWED)**

6 KEYBOARDS I

DX KEYBOARD

- I RHODES KEYBOARD**
- II CLAVINET KEYBOARD**
- III CELESTA**

7 KEYBOARDS II

HARPSICHORD

- I HARPSICHORD 8', + 16'**
- II ACCORDIAN**
- III TANGO ACCORDIAN**

8 BRASS/STRINGS

ACOUSTIC BRASS

- I SYNTH BRASS**
- II SMALL STRINGS**
- III VIOLIN/CELLO**

SYNTHESIZER**VARI. TAB / VOICE NAME**

1 TROMBONES	I TROMBONE
	II TROMBONE VARIATION
2 SAXOPHONES	I ALTO SAX
	II TENOR SAX
3 TRUMPETS	I TRUMPET F
	II MUTED TRUMPET
4 HORNS	I HORN FF
	II HORN VARIATION
5 CLARINETS	I CLARINET
	II CLARINET VARIATION
6 OBOE/BASSOON	I OBOE
	II BASSOON
7 HARMONICA	I HARMONICA
	II HARMONICA VARIATION
8 FLUTES	I BREATHY FLUTE
	II FLUTE W/ATTACK
9 PICCOLO	I PICCOLO
	II PICCOLO W/ATTACK
10 VIOLINS	I VIOLIN
	II VIOLIN W/ATTACK
11 CELLO*	I CELLO
	II CELLO VARIATION
12 ELECTRIC GUITAR*	I OVERDRIVE GUITAR
	II DISTORTED GUITAR
13 COSMIC	I POLYSYNTH PAD
	II WHISTLE
14 COSMIC*	I SAWTOOTH
	II CALLIOPE

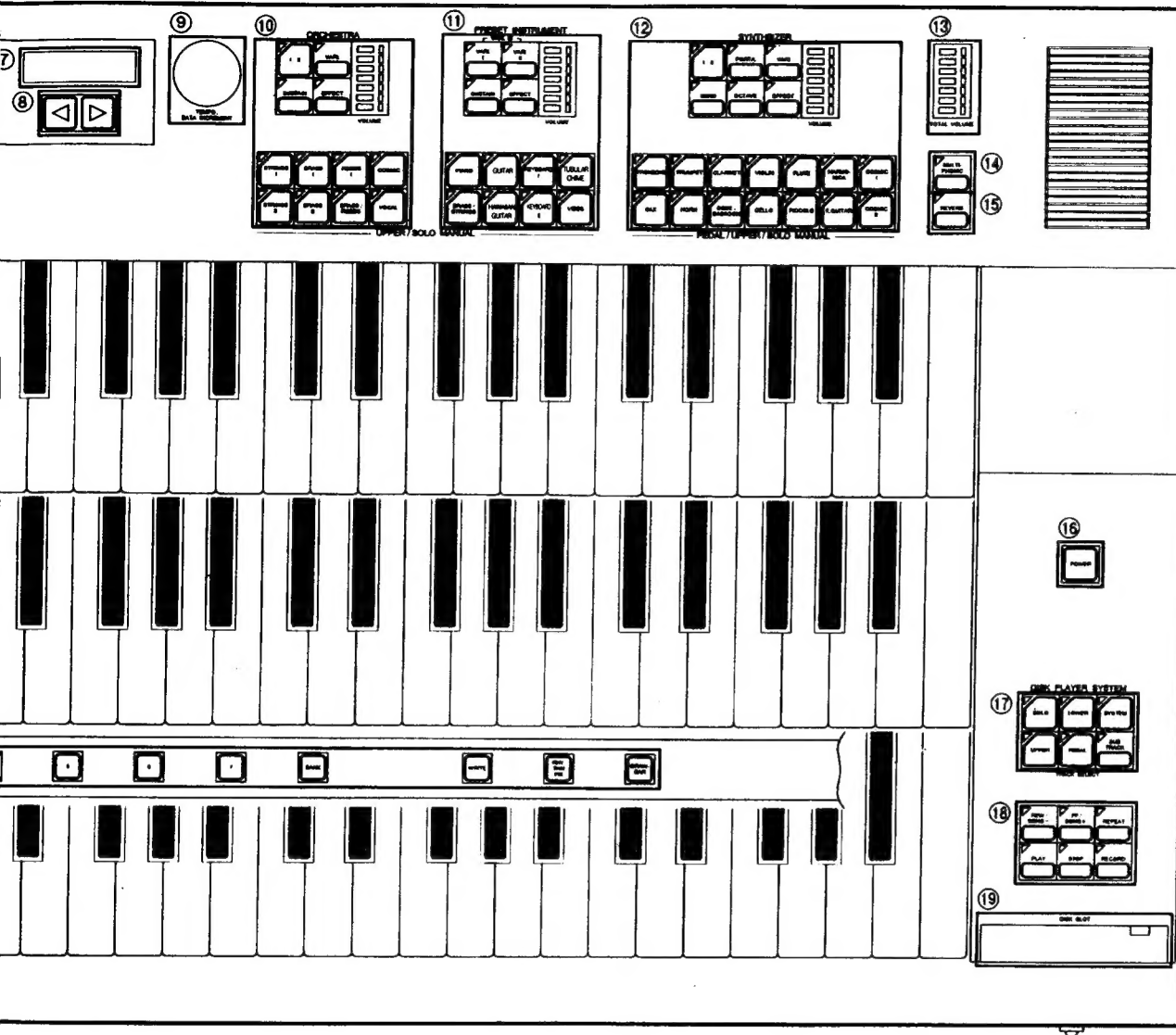
***NOT AVAILABLE ON MODEL XR-7000**

KAWAI

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The diagram illustrates the Atari 7800 console layout with the following components:

- 1**: Main Menu / Game Selection Panel
- 2**: ORCHESTRA Controls (SUSTAIN, EFFECT, VOLUME)
- 3**: SYNTHESIZER Controls (PULSE, WAVE, ACTION, EFFECT, VOLUME)
- 13**: TOTAL VOLUME Slider
- 14**: MAIN PANEL
- 15**: REVERSE Button
- 16**: POWER Button
- 17**: SOLO, LOWER, SYSTEM, UPPER, PEDAL, RUB FRANCH Buttons
- 18**: PLAY, STOP, RECORD Buttons
- 19**: DISK PLAYER SYSTEM (DISK SLOT)
- 24**: THE MENU Button
- 26**: ONE HAND PLAY Button
- 27**: READY, PAUSE, END PLAY Buttons
- 28**: OFFER ENOUGH Button
- 29**: FILL IN Button
- 30**: AUTO MELODY CHOICE Button
- 31**: BASS Button
- 32**: ACCOMP I, ACCOMP CHORUS, ACCOMP MELODY, ACCOMP RHYTHM, ACCOMP GUITAR Buttons
- 33**: ACCOMP II, ACCOMP CHORUS, ACCOMP MELODY, ACCOMP RHYTHM, ACCOMP GUITAR Buttons
- 34**: SUSTAIN, EFFECT, VOLUME Sliders
- 35**: USER, MELD, REC BWD DRNG, MELD, PRGCT, REC FWD DRNG Buttons
- 36**: USER, MELD, REC BWD DRNG, MELD, PRGCT, REC FWD DRNG Buttons
- 37**: EFFECT, BASS, MELODY, SYSTEM, REC, RHYTHM, ACCOMP, GUITAR Buttons
- 38**: PIANO, TRUMPET, CLARINET, FLUTE, HARP, SAX, TROMBONE, TUBA, EUPHON, CORNET, MANDOLIN, VIOLA, CELLO, CONTRA Buttons
- 39**: PIANO TEST, LOW-PITCH TEST Buttons



UNASSIGNABLE
DOT SW. RIGHT

